Tutorials

It is one thing to know how a menu works but it is another to see how someone uses it. The following tutorials are designed to take you on a ride-along with designers from the Horizons community to see how they use the game design tools.
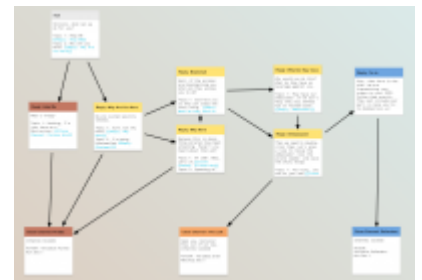
Featured Tutorials

Creating a Sample Encounter - Read Now

A basic guide to creating a random encounter at the Mission or Module level.
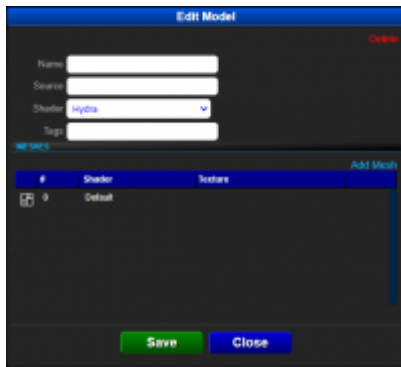
Video walkthrough coming soon!

Creating a Sample Dialog Tree - Read Now

Follow along with Jazzy as he uses dialog groups, text, topics, and actions to create an interactive dialog tree that directly impacts the story of the mission.

Video walkthrough coming soon!

Adding a Custom Model - *Read Now*

This tutorial is coming soon!

A basic step-by-step guide to adding models into Horizons.

Tutorial Catalog

Mission Design

Dialog: Creating a Sample Dialog Tree
Dialog: Creating Custom Hails to NPC Ships
Encounters: Creating a Sample Encounter

Models & Vessels

Adding a Custom Model

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